MIKE TYSON® HEAVYWEIGHT BOXING™

TEEN
T
CONTENT RATED BY ESRB

Codemasters®

GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games on the PlayStation 2 console, may induce an epileptic seizure in these individual. Certain conditions may induce previously undetected symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is if the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with Playstation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started 2

Controls 3

Introduction 6

On Screen 7

Victory vs Defeat 8

Game Modes 11

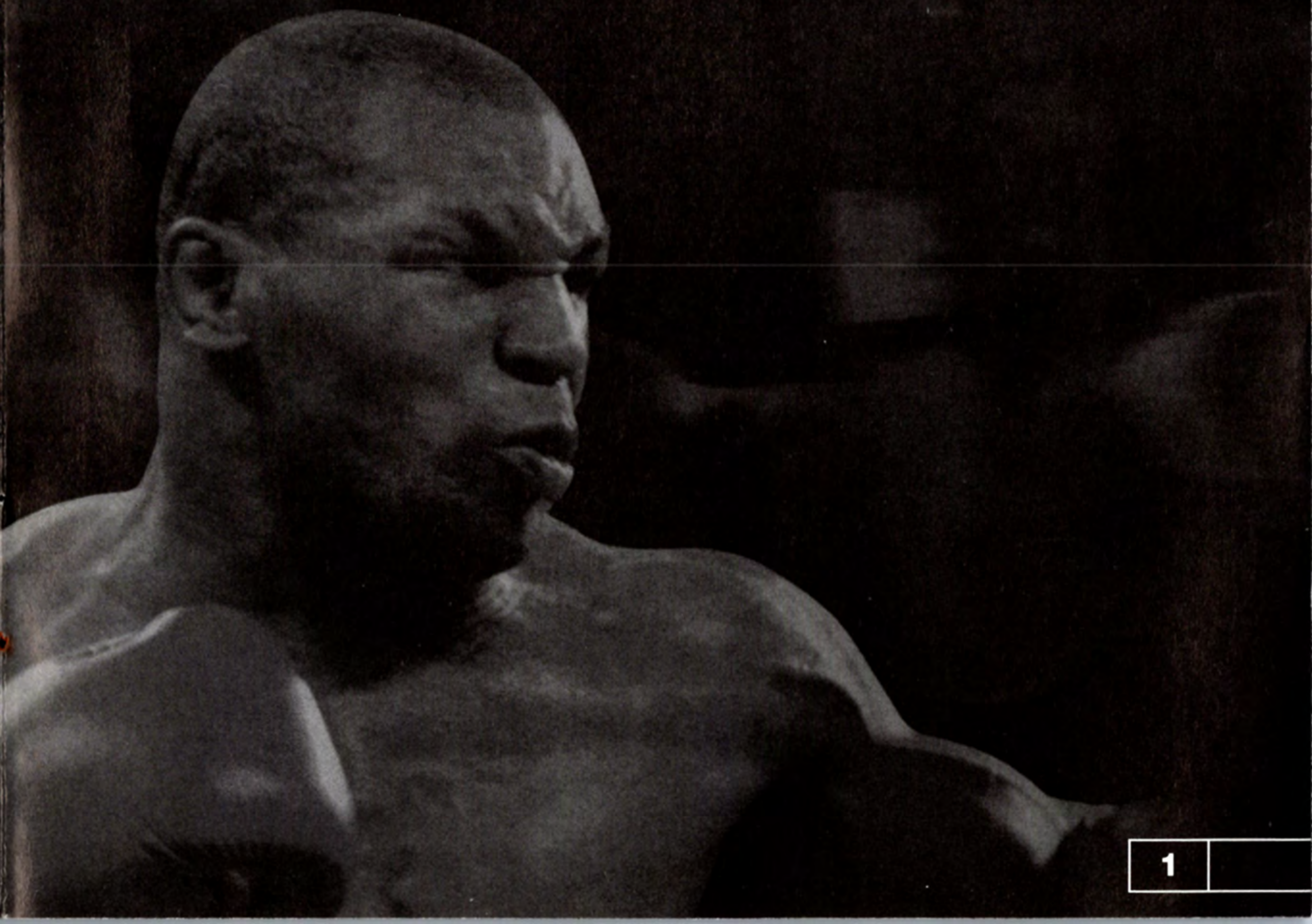
Unlocks and Upgrades 12

Custom Boxers 13

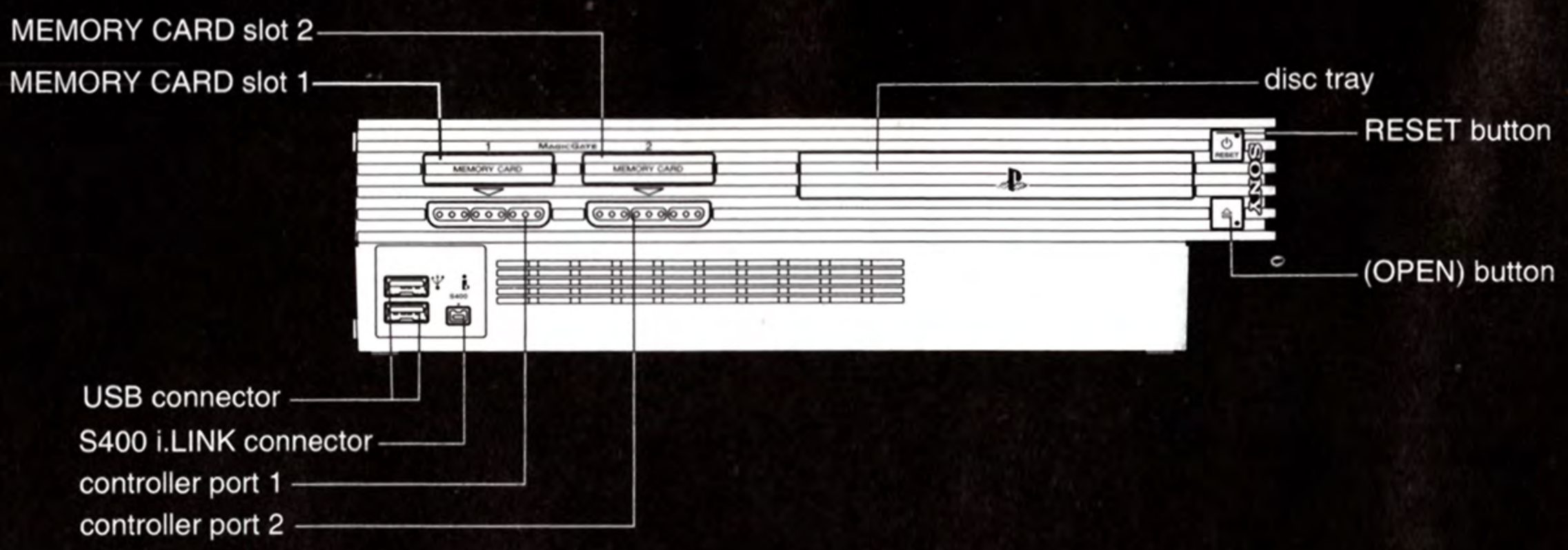
Boxing Technique 18

Options Menu 28

Loading and Saving Your Game 29



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Mike Tyson Heavyweight Boxing™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

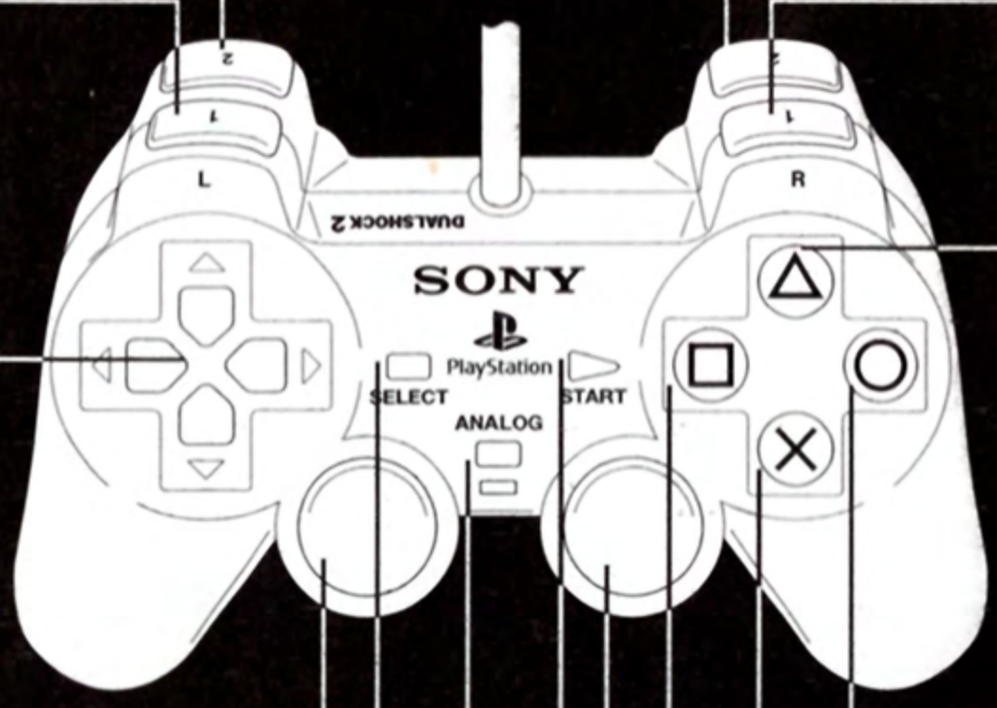
Within this booklet, the term 'Memory Card' is used to describe the Memory Card (8Mb) (for PlayStation®2) – (product code SCPH-10020 E).
Any other Memory Card such as MEMORY CARD (SCPH-1020 E), is not compatible with this game or hardware.

Make sure there is sufficient space on your Memory Card before commencing play.

Loading the Game

Throughout game loading and the menu system, the controller in controller port 1 is primarily in control. As the game is loading, you will see a number of credit screens followed by the language selection screen. Select your language with the up and down directional buttons, then press the ✕ button to confirm the choice and continue to the Main Menu.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
△ button
○ button
× button
□ button

CONTROLS

Menu Navigation

When navigating menus, controller 1 must be used. The controls are as follows:

Highlight option - up/down directional buttons.

Change option - left/right directional buttons.

Accept option - × button

Back / Cancel - △ button

Game Controls

Move around ring - Left analog stick or directional buttons

Jab - △ button

Uppercut - × button

Right Cross - ○ button

Left Cross - □ button

Right Hook - **R1** button + ○ button

Left Hook - **L1** button + □ button

Right Counter Jab - **L1** button + △ button

Left Counter Jab - **R1** button + △ button

Right Body Blow - **L2** button + ○ button

Left Body Blow - **L2** button + □ button

Combo - **R2** button + Combo code (see *Punch Combos*)

Feint (during Power-up) - **R2** button

Dirty Move – High - **L2** button + △ button

Dirty Move – Low - **L2** button + × button

Deflect left/right - Right analog stick left/right

CONTROLS

Block high/low	-	Right analog stick up/down ⇕
Dodge left	-	**L1** button
Dodge right	-	**R1** button
Sway back	-	**L1** button + **R1** button
Push	-	**L2** button + right analog stick up ▲
Duck	-	**L2** button + right analog stick down ▼
Taunt opponent	-	SELECT button

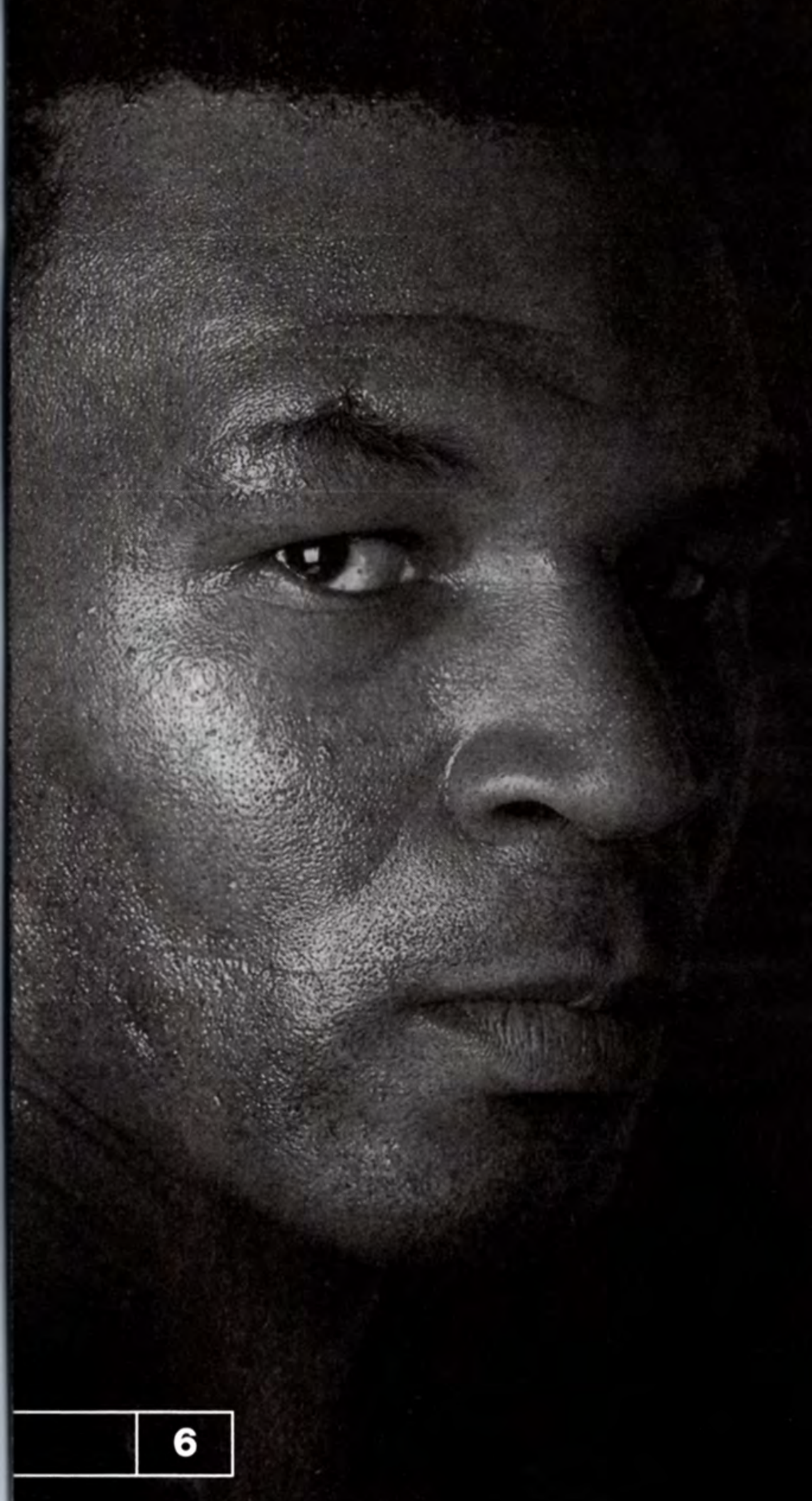
Power up the punch by holding the button (see *Powering Up Punches*)

INTRODUCTION

Tyson steps into the spotlight, muscles oiled and coiled for action,
no barriers between him and his adversary but their fists.
The crowd roars its excitement, conferring praise and worship upon its hero.

A distant bell rings. Tyson stalks his enemy, bobbing and weaving to avoid his assailant's blows. He counter-strikes and forces an opening through his adversary's guard, ever reaching, straining, aching for that one sweet moment when the strike connects and glorious darkness falls in his opponent's eyes.

And as the crumpled form of the defeated is dragged ignominiously from the canvas of combat, the crowd reaches fever pitch in demonstration of its mass respect to Mike Tyson, the gloved gladiator standing before them, one fist held high and proud.



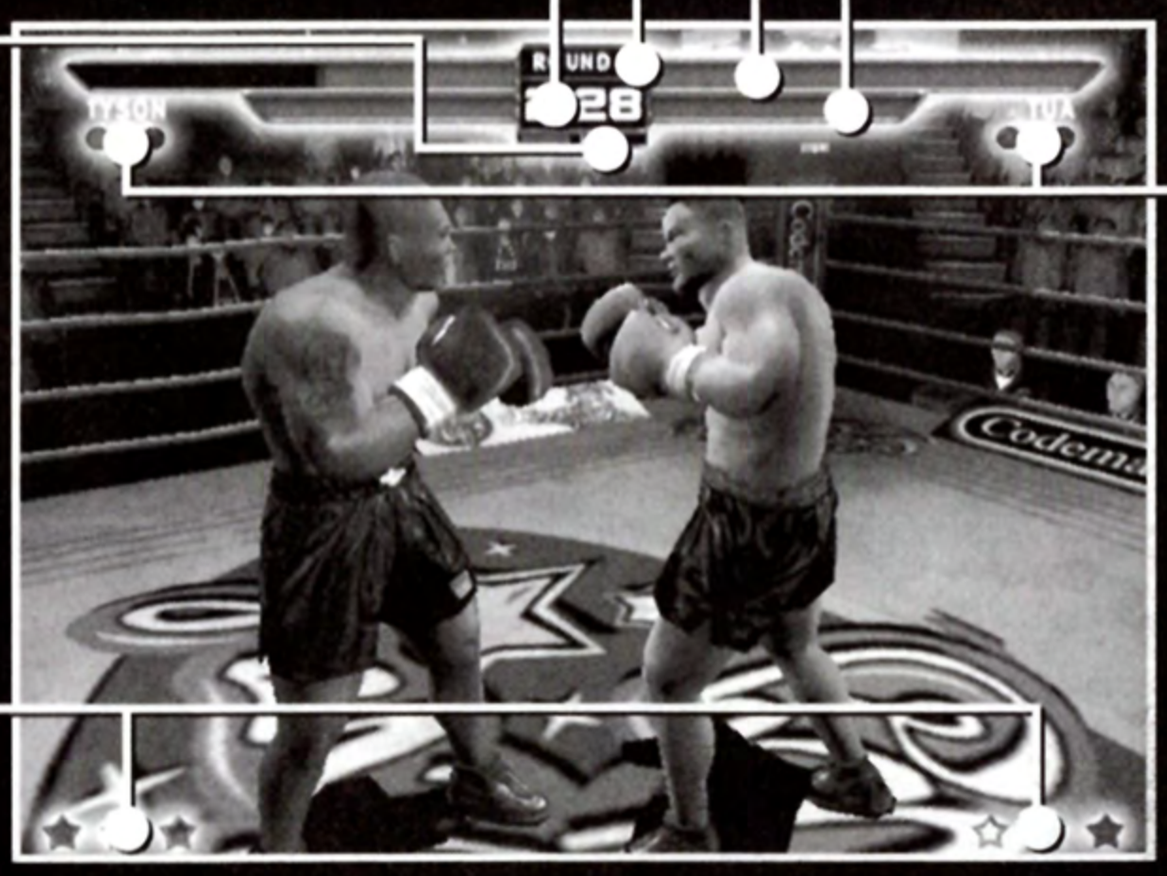
Mike Tyson

Age:	35	Height:	5' 11"
Weight:	235lb	Reach:	72"

Mike Tyson is probably the most revered and feared boxer of our time.
Two-time Undisputed Champion of the World, he stands head-and-shoulders above any other fighter in his class – a status he has proven time and time again.

Wins: 49 **KOs:** 43

Main Fight Screen



Speed Boxing

Watch Your Status

Health

The Health Bar shows how close you are to being knocked down. Each time you get hit, you lose Health. If your Health Bar hits zero, you will be knocked down (see *Knockouts*) and one of your TKO lights will be lit.

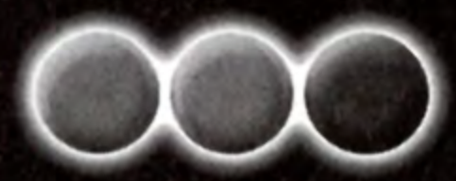
Power

Every blow you throw uses Power. If you repeatedly miss your mark or receive too many body blows, you lose Power. Any punches you land before your Power has recharged will not do as much damage as they could if your Power was full.

The real danger here is if you get knocked down while your Power is low, you will find it very difficult to get back up (see *The Get-up Game*).

Technical Knockouts

At the beginning of each round, all three TKO lights are unlit, but each time you're put on the floor, one of your TKO lights is turned on and you enter the Get-up Game. If your opponent knocks you down three times in one round and manages to illuminate all of your TKO lights, you're out of the game – a Technical Knockout (TKO).



The Get-up Game

The Get-up Game is a skill challenge that allows you to get up and back in there after you've been given a close-up view of the canvas.

As your boxer struggles to rise after your remaining Power has drained into the Get Up Meter, repeatedly press the button shown at the bottom of the Get Up Meter as quickly as you can (keep an eye on the symbol as it may change). This will gradually fill the Meter, but if you fail to get it topped up before the Referee has finished counting, you'll be out cold and out of the fight.

Getting Cut

There are four levels of Cut, three of which will flash up on screen as you receive them: 'Face Bruised', 'Face Cut' and 'Face Critical'. Although these can be treated by your cutman in between rounds, if you let yourself get too injured, the Referee will stop the fight.

VICTORY vs DEFEAT

Scoring Points

In certain game modes, the winner of a fight can be decided by the number of points each boxer has earned (assuming a fight has not ended by KO, TKO, stoppage or disqualification).

At the start of a round, both boxers are allocated ten points (10-10). As the bout progresses, a boxer improves his score by removing points from his opponent. This is achieved in two ways:

Judges' Opinion

If the Judges decide that you have fought particularly well, they may decide to remove up to two points from your opponent's score. Their attitude towards you is shown by the Judges' Opinion indicator (see *On Screen*). If the indicator is dark, the Judges feel that it is a fairly even round, with no one boxer holding the upper hand. As the indicator becomes all red or all blue, the Judges lean strongly towards that boxer and will deduct points from the other boxer. The brighter the color, the more points will be deducted.

TKOs

Each time you knock your opponent down, they will lose one point from their final score up to a maximum of two points (three knockdowns in one round would light all three TKO lights and would constitute a Technical Knockout win).

Though it is possible for you to remove a maximum of four points from your opponent's final score, they may end up with an even lower score, as points are lost whenever the Referee catches a Dirty Move being used.

Single Player

Exhibition Mode

Enter a bout for purse money against a boxer of your choosing.
Fight as a custom boxer or hit the ring as one of the available World greats.

Speed Boxing

Beat your record in a single round facing any opponent. You'll see a row of icons at the top of the screen representing the Custom Boxer Upgrades that will become available by beating your current opponent; as the timer counts up from zero, the Upgrade icons disappear. Knock your enemy down as quickly as you can to unlock as many Upgrades as possible (make sure you don't get knocked down yourself), then take on another adversary to try for another set of Upgrades.

Belt Mode

Starting with the Bronze Belt, launch your boxer onto the World Circuit and build a global reputation. As you win belts, your boxer is upgraded and you'll become eligible to fight at higher levels of competition against tougher opponents in both Belt and Exhibition Mode.

When you defeat an opponent, he is unlocked and becomes available to play in all other game modes.

Two Player

Pick your boxers from the available unlocked and custom boxers (these can be changed between fights), select your fight parameters and location, then go postal on each other. The winner is decided by the number of fights won in total.

UNLOCKS AND UPGRADES

Throughout Mike Tyson Heavyweight Boxing™ there are tons of unlocks and upgrades, all geared to enhance your long-term pugilistic experience. These are revealed by completing various challenges within the game, some of which are:

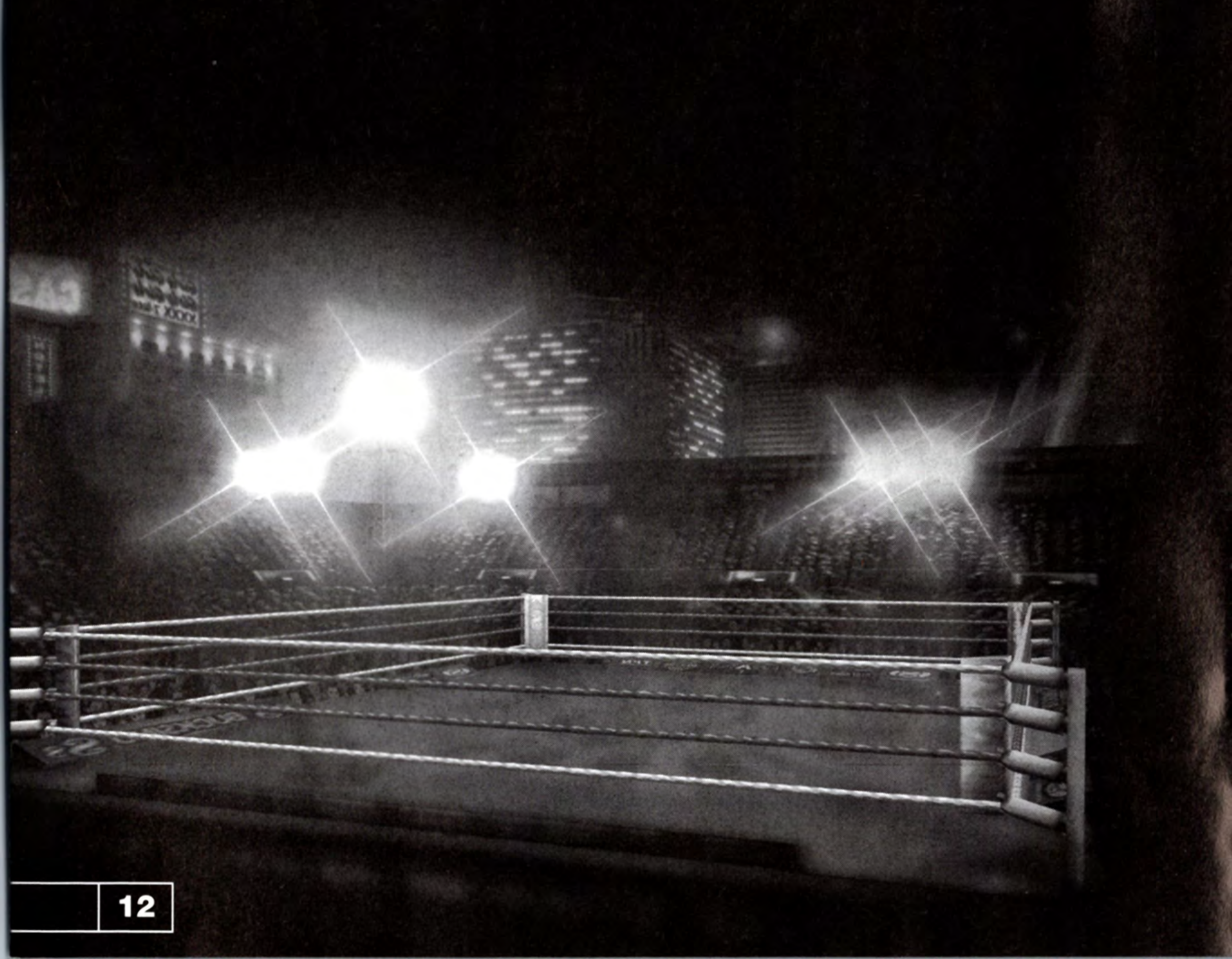
Extra playable boxers: challenge and beat a boxer in Belt mode to unlock him for all other game modes.

Custom boxer upgrades: face down the professionals in Speed Boxing mode to gain new gear and features for your custom boxer.

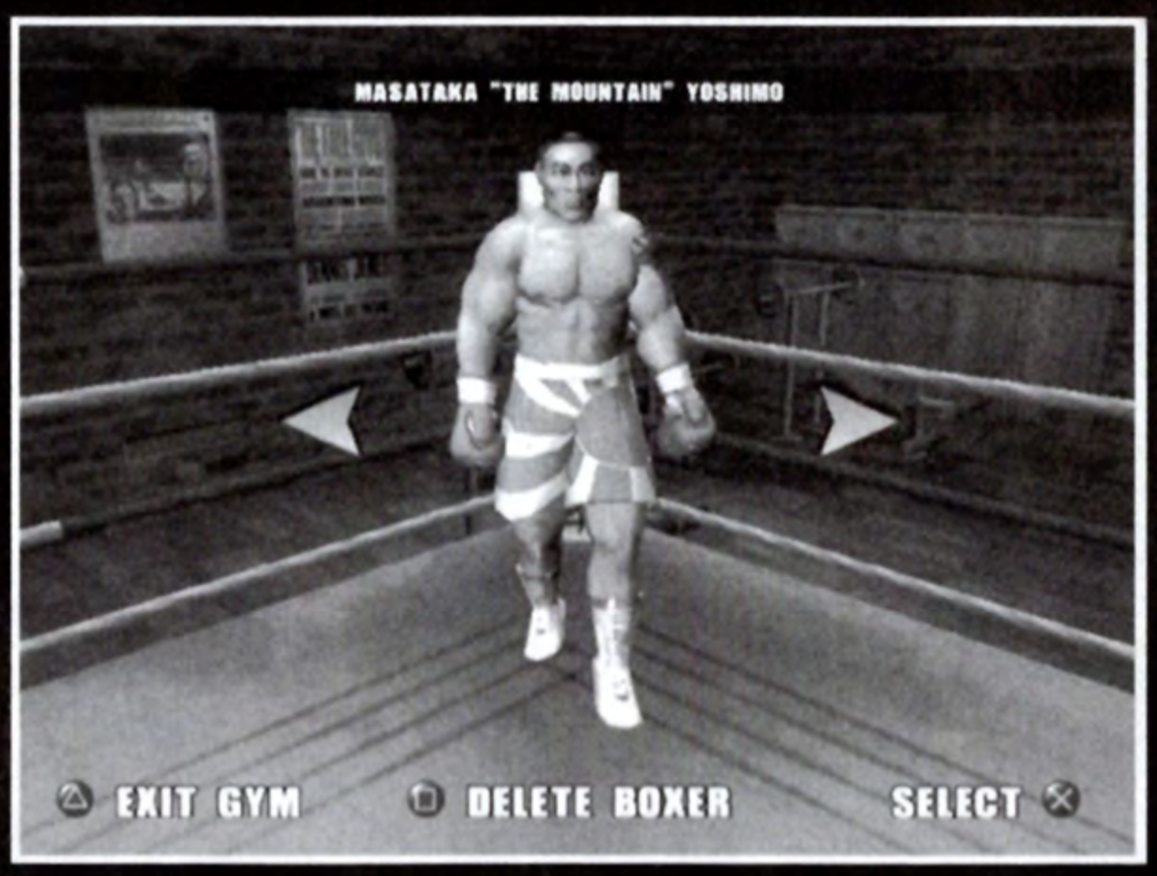
Signature Punches: challenge and beat each boxer in Belt mode to make his Signature Punch available to your custom boxer.

Punch combos: activate killer punch combos by winning fights in Exhibition mode.

Extra Game modes: aww, why spoil the surprise!



A Career in the Ring

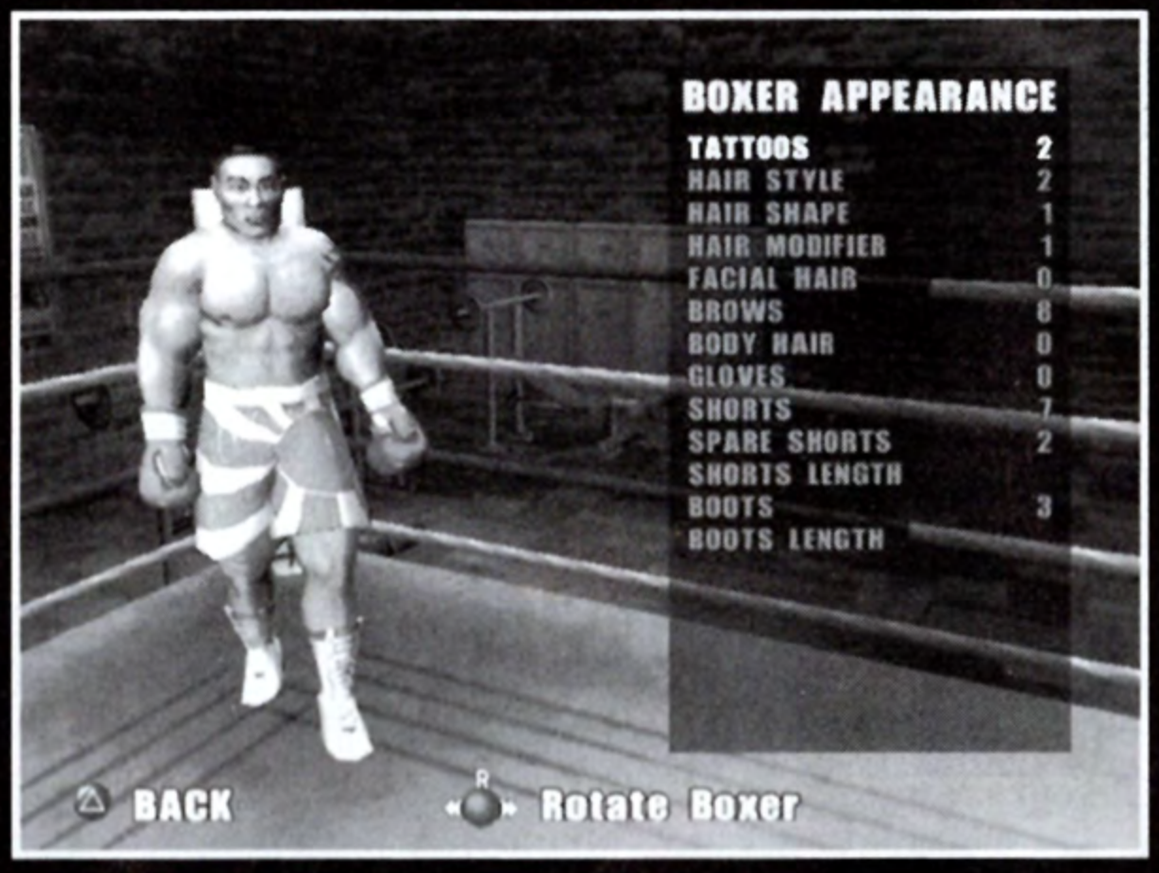


Select Custom Boxers from the Main Menu to create your own boxer and fight the very best throughout the World, on the road to becoming the Heavyweight World Champion.

First give your potential Champ a name then set his physical appearance with such characteristics as body type, face, etc and kit him out in gear of your choosing.

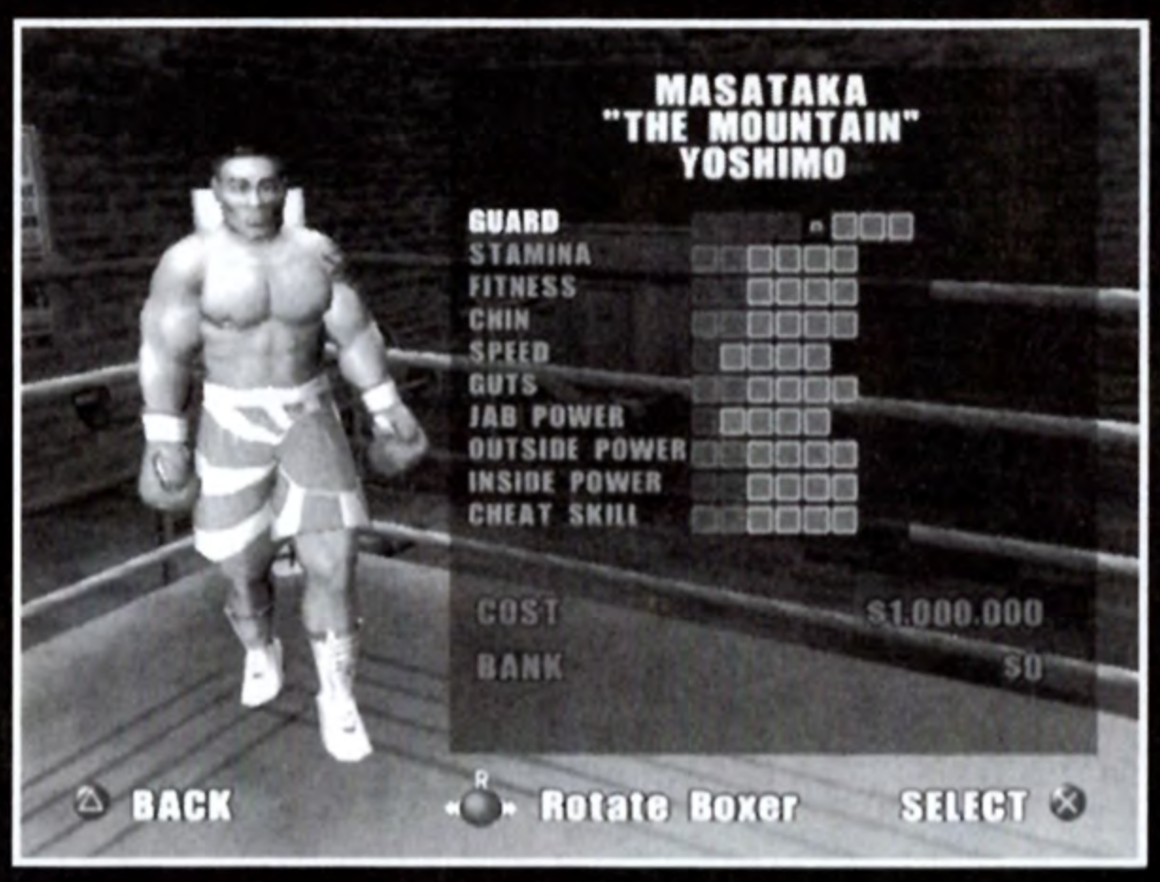
Your boxer's physical appearance also defines his basic level of ability, for example giving him the tallest and heaviest body type may give him a longer, stronger reach but he is also likely to be slower on his feet; making him smaller and faster may mean that he doesn't have the punching power of larger boxers. Choose carefully to create a boxer that matches your fighting style.

Boxer Development



As your boxer progresses successfully through his fights, extra goodies, punches, combos and higher skill levels will become available (see *Unlocks & Upgrades*). These can be purchased with Purse Money gained from winning or providing high entertainment value in your fights.

Acquiring Skills



Buy extra skill points with the Purse Money you've won and beef up your custom boxer's basic skills to make him more resilient and more aggressive in the ring. Elements that can be enhanced are as follows:

Guard: enhance effectiveness of block.

Stamina: conserve more Energy in the later rounds.

Fitness: conserve more Energy in the early rounds.

Chin: increase resilience to head blows.

Ring speed: float like a butterfly? Increase this skill to give your boxer some really fancy footwork.

Guts: improve resilience to body blows and enhance recovery from a knockdown.

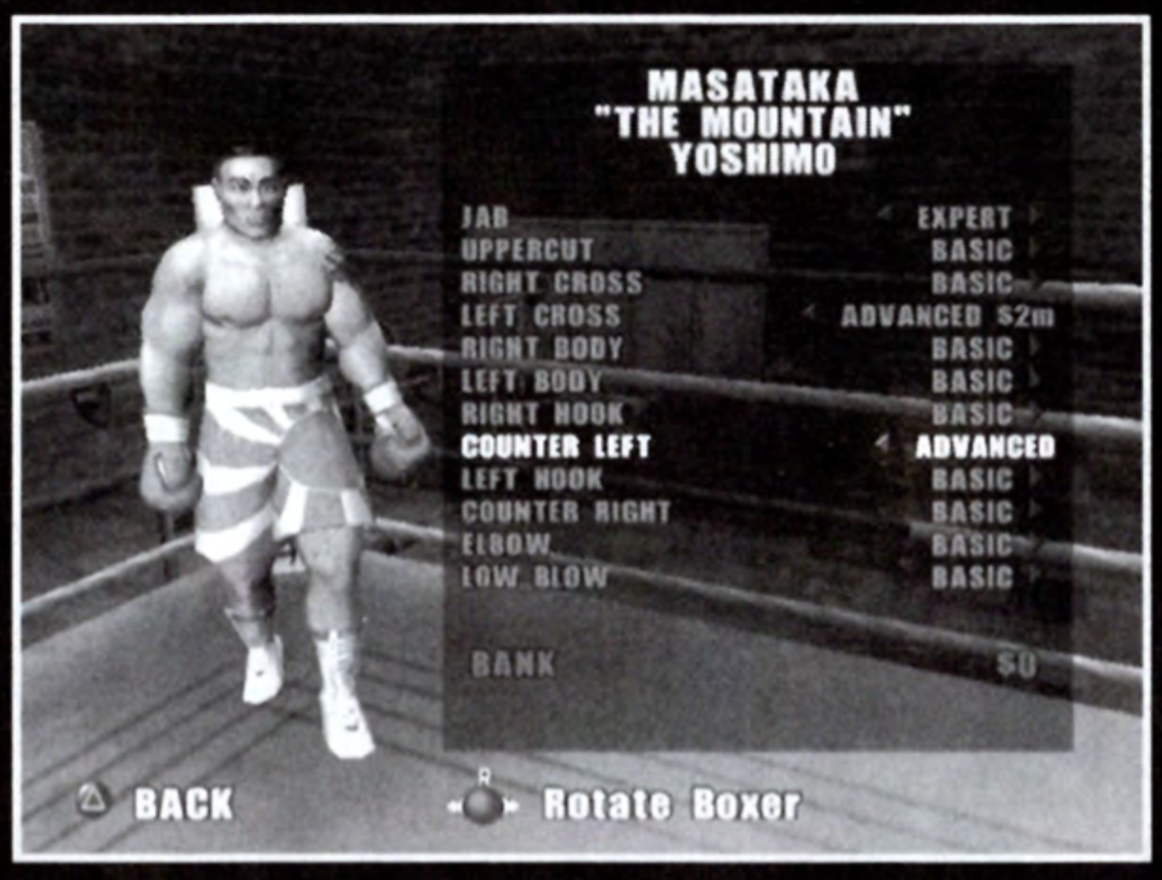
Jab Power: inflict more harm with Jabs and Counter Jabs.

Inside Power: enhance injury caused by Uppercuts and Body blows.

Outside Power: improve the damage rate of Hooks and Crosses.

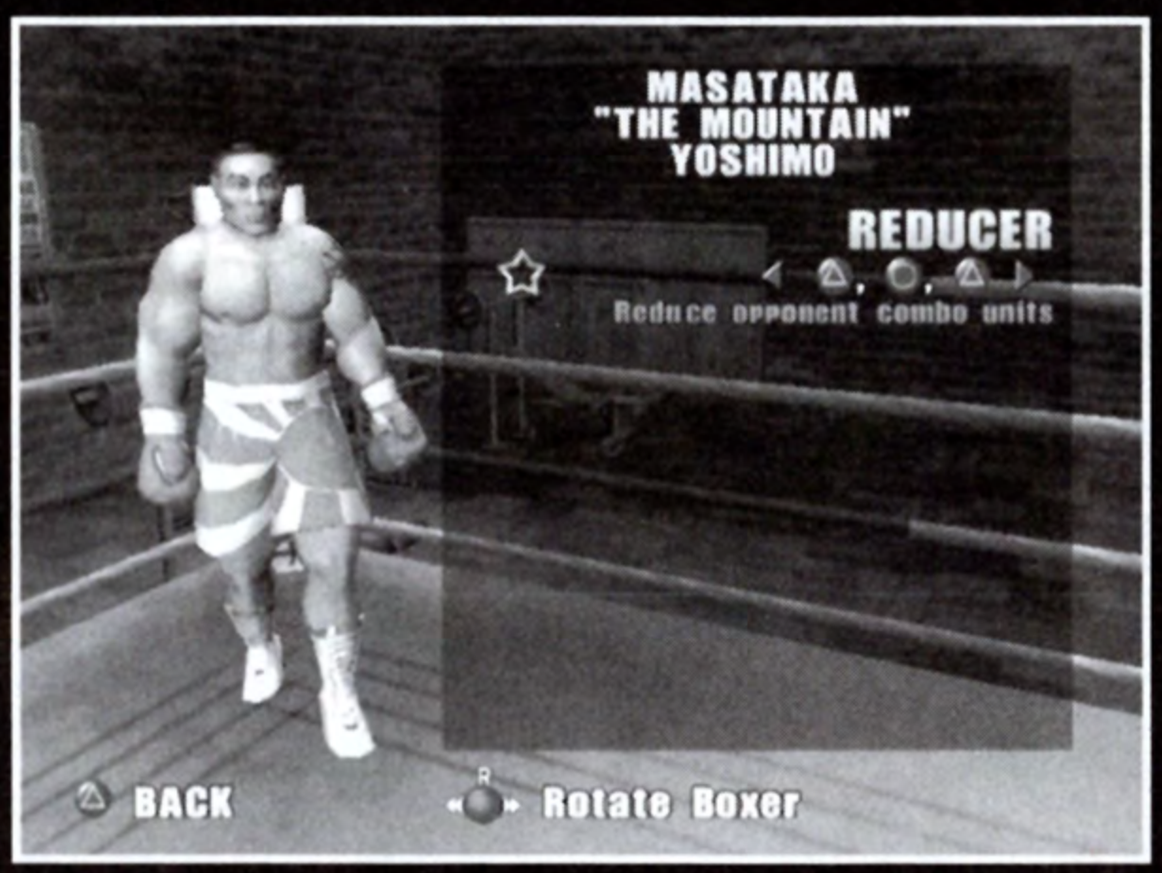
Cheat Skill: make your boxer more cunning so he is more likely to get away with the odd Dirty Move.

Signature Punches



Buy in the Signature Punches of the men you've already taken down. These upgrade the standard punches and illegal moves.

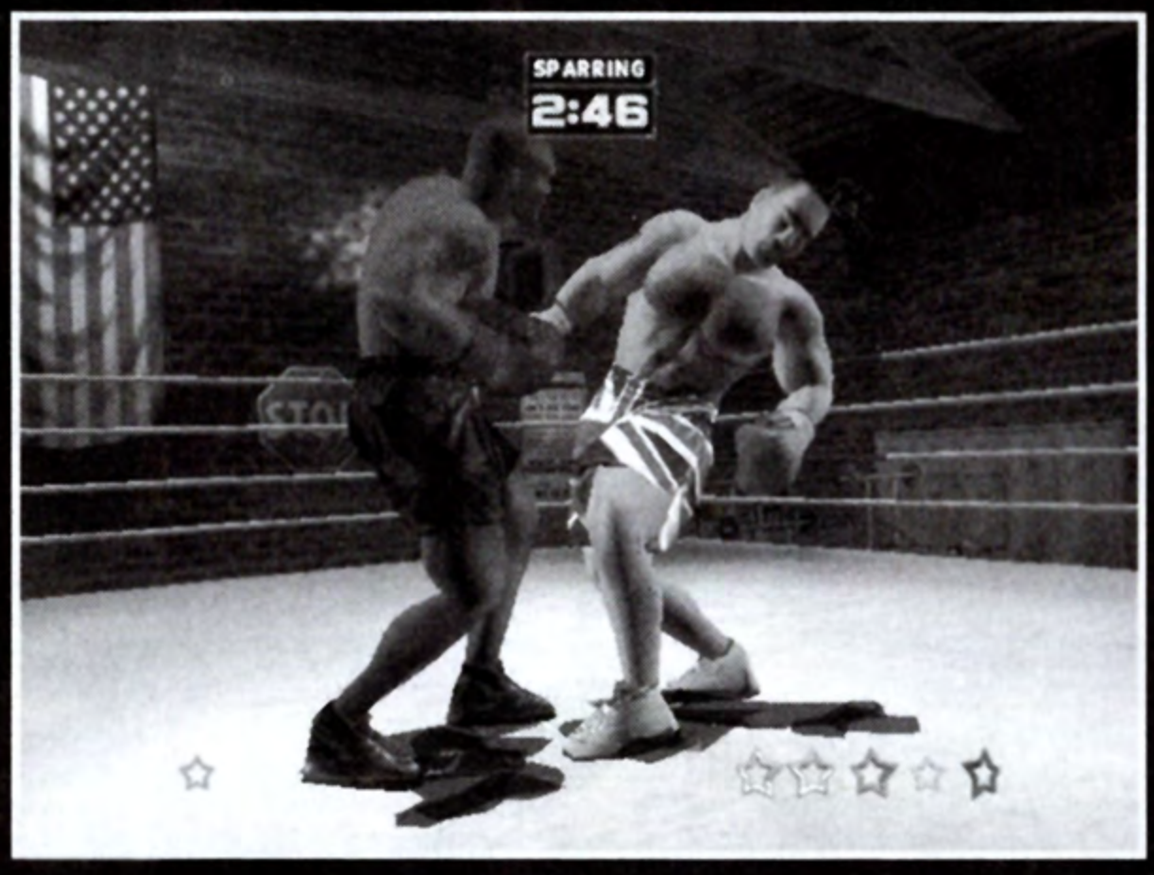
Combos



As you beat the tar out of the contenders that block your road to glory, you'll unlock and learn more devastating combinations of punches (see *Punch Combos*). Check out the newest combinations here.

Note: Punch Combos need to be unlocked before they can be used – you won't discover them by accident.

Sparring



When your custom boxer is geared up, take a turn in the ring with Mike Tyson to try out the new moves before you need them in a real fight.

BOXING TECHNIQUE

Jab

Delivered with the leading arm, the Jab won't do very much damage to your opponent, but it's extremely useful for testing range and generally harassing them into mistakes. Also use it to keep the other guy occupied while you get into position for a much stronger trailing-arm strike.

△ button

Cross

The Cross is similar to the Jab, but is thrown with a fully straight arm. The advantage of the Cross over the Jab, although slower to throw, is that it has a longer range and can be delivered with more force as the shoulder is turned into the punch pushing all of the boxer's weight behind it.

Right: ○ button / **Left:** □ button

Hook

Unlike other punches, the Hook is thrown with a deliberately bent arm. It's brought out with a rapid pivoting motion around the central axis of the boxer's body rather than a direct projection of the fist. It is the speed of this rotation that gives the punch its power. Effective at close range the Hook is most likely of all to connect as, with its indirect trajectory, it is difficult to see coming.

Right: R1 + ○ button **Left: L1** + □ button

Note: the Hook can only be thrown from a dodged position (**L1** button or **R1** button) ***see 'Counter Punching'.***

Uppercut

× button

As it sounds, the Uppercut is delivered in an upward motion. Beginning from a semi-crouch, the boxer's power is delivered vertically and for the best result, at close range; it can be a devastating punch if thrown with full power from the ideal range. If placed on target to connect with the lower jaw, the recipient's head is thrown back causing momentary disorientation. Already a tricky shot to land, do be sure you are not too far away when throwing this punch, as a miss can leave you wide open to a direct retaliation.

Body Punch

Body Punches are designed to take the wind out of your opponent and wear down his Power. Based on the Hook, they are thrown to the ribcage area or as a Straight or Cross to the chest area. Success is dependant on the boxer's distance from his opponent.

Right: L2 + ○ button

Left: L2 + □ button

Dirty Moves & Taunting

Boxing is the Gentleman's sport where respect and honor are prized above even the fattest purse. Good, clean fighting then chaps; Marquess of Queensbury rules, keep the language sweet and no dirty moves please – if you're caught too many times you'll be disqualified. But just in case your opponent is too tough to defeat without underhand tactics…

Dirty Move High: L2 + △ button

Dirty Move Low: L2 + × button

Taunt: Select button

Powering Up Punches

If you're boxing tactically (and you should be), a major player in your arsenal of blows is the Powered Punch. To charge it, hold down the corresponding button of the Powered Punch you want to throw, then release to deliver some devastating damage. You'll need to practice though (see *Sparring*); hold the button down too long and the Powered Punch will time out leaving you wondering what happened; release too soon and you won't cause any where near the injury that you can achieve with the full force.

The following types of punch can be powered-up:

Uppercut **Hook** **Cross**

Don't forget to keep the Feints (**R2** button) in play while you're charging up your Power Punch – you don't want to get knocked flat when you're trying for that one big hit.

Punch Combos

No boxer ever won his belt by throwing a single punch and backing off to wait for the next opportunity. To be a real winner, you'll need to pull out the dazzling array of blows that is the Punch Combo. To earn the ability to throw a Punch Combo, you first need to store up the power required to execute it. Combo Power, stored in the Combo Stars, is earned by pulling off big hits, successfully dodging and deflecting incoming attacks, and getting away with the odd Taunt or Dirty Move. The more Combo Stars you have filled, the bigger and more advanced Punch Combos you'll be able to unleash.

Execute a Punch Combo by tapping the **R2** button then throwing any combination of three punches in sequence. Additonally, each of the licensed boxers within the game are gifted with up to four Signature Combos, depending on their skill level. These Signature Combos can be unlocked for your Custom Boxer by winning fights in Exhibition Mode. The following two pages outline all of the Signature Combos available and the effects they have.

Check out the Boxer Development screen for Punch Combos you've unlocked.

BOXING TECHNIQUE

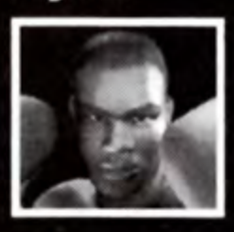
Signature Combos

Boxer	Lvl	Combo	Actions	Description
Scott	1	REDUCER	△,○,△	Reduce opponent combo units
	2	SIX PACK	△,○,□	Immune to body blows
	3	STEAM ROLLER	△,○,○	Reduce opponent power
	4	THE RUMBLER	□,○,○	Extra damage – body shot
Guinn	1	IN YOUR FACE	L2+□,○,□	Extra damage – jab & counter jab
	2	SPOILER	△,△,○	Reduce opponent combo units
	3	BODY ARMOR	○,△,○	Immune to body blows
	4	BRUTE FORCE	○,L2+○,○	Reduce opponent power
Vidoz	1	PILE DRIVER	L2+□,L2+○,L2+○	Reduce opponent power
	2	GUT BUSTER	L2+○,L2+□,□	Extra damage – body blows
	3	TURNOVER	△,L2+○,L2+□	Steal opponent power
	4	THE BRUISER	L2+□,L2+○,□	Extra damage – illegal blows
Harrison	1	THE STEAL	△,□,□	Steal opponent power
	2	COUNTERFOIL	□,△,□	Extra damage - jab & counter jab
	3	THE TAXMAN	L2+○,△,○	Reduce opponent combo units
	4	H BOMB	×,○,□	Extra damage – hook & cross
Botha	1	BREATHTAKER	L2+□,×,L2+○	Opponent fitness to minimum
	2	THE BUFFALO ❗	L2+□,○,L2+△	Reduce opponent power
	3	STAMPEDE	L2+○,L2+○,×	Extra damage – hook & cross
	4	THE LEVELLER	L2+□,L2+○,×	Reduce opponent combo units
Maskaev	1	JAWBREAKER	×,×,○	Reduce opponent health
	2	LIGHTNING	L2+○,○,○	Speed set to maximum
	3	BOXCUTTER	L2+○,L2+□,○	Cut opponent
	4	THE BIG O	L2+○,×,×	Extra damage – uppercut
Nicholson	1	ROCK HARD ❗	□,L2+○,L2+△	Immune – head shots
	2	FAST HANDS	○,○,□	Reduce opponent health
	3	DOCTOR DEATH	△,△,L2+○	Extra damage – illegal blows
	4	OVERPOWERED	○,○,○	Steal opponent power
Williams	1	THE MASHER	×,□,×	Reduce opponent health & power
	2	FIREWALL	L2+○,L2+○,□	Blocked shots damage opponent
	3	WHIRLWIND	L2+□,△,□	Reduce opponent health
	4	THE FIX	×,L2+○,○	Illegal blows allowed

❗ ***Combo contains illegal move – use with caution.***

BOXING TECHNIQUE

Signature Combos

Boxer	Lvl	Combo	Actions	Description
Grant	1	GUTTED	△,△,L2+□	Extra damage – body blows
	2	POWER PLAY	L2+□,L2+□,□	Steal opponent power
	3	INVINCIBLE	△,△,✕	Immune – all blows
	4	THE BIG ONE ❗	△,△,L2+△	Reduce opponent health & power
Holmes	1	CROSSFIRE	□,✕,○	Extra damage – hook & cross
	2	ICE BREAKER	L2+□,L2+○,○	Reduce opponent health & power
	3	STICK N JAB	△,✕,○	Extra damage – jab & counter jab
	4	THE ASSASSIN	L2+□,○,○	Reduce opponent health
Tua	1	PICKPOCKET	L2+□,L2+□,✕	Steal opponent health
	2	MR MARATHON	✕,L2+□,○	Set fitness to maximum
	3	SLEDGEHAMMER ❗	✕,✕,L2+△	Reduce opponent health & power
	4	WALL OF PAIN ❗	L2+□,L2+□,L2+△	Blocked shots damage opponent
Witherspoon	1	ZOMBIFIER	△,✕,L2+□	Set opponent speed to minimum
	2	DICEMAN	L2+○,L2+□,✕	Reduce opponent health & power, cut
	3	DIAMOND CHIN	L2+○,✕,○	Immune – head shots
	4	SMASH N GRAB	△,L2+○,○	Steal opponent health
Johnson	1	UPPERCLASS	△,L2+□,○	Extra damage – uppercuts
	2	BLINDEYE	△,✕,□	Illegal blows allowed
	3	THE SLUGGER	△,L2+○,□	Opponent fitness & speed to min.
	4	THE PAYOFF	○,□,□	Receive point & clock stopped
Byrd 	1	NUTCRACKER	△,△,△	Extra damage – illegal blows
	2	RAPID FIRE	L2+○,△,□	Extra damage – all blows
	3	CUTTING EDGE	L2+□,✕,□	Reduce opponent health & power, cut
	4	UNTOUCHABLE	✕,△,□	Immune – all blows
Rahman	1	DAGGERHANDS	○,L2+□,○	Reduce opponent health & power, cut
	2	BACKHANDER	L2+□,✕,○	Receive point & clock stopped
	3	INSIDE JOB ❗	✕,L2+○,L2+✕	Steal opponent health
	4	ROCK CRUSHER	✕,□,○	Extra damage – all blows
Tyson	1	IRON FISTS	L2+□,L2+□,○	Extra damage – all blows
	2	HIT'N'RUN	L2+○,L2+○,○	Steal health
	3	A CUT ABOVE	L2+○,□,○	Extra damage – uppercut
	4	IRON STRIKE	L2+□,✕,✕	Reduce opponent health & power, cut

❗ ***Combo contains illegal move – use with caution.***

Not Getting Hit

Remember, boxing is an art. It isn't just about whaling on your opponent with no control. Sooner or later, they're going to hit you back – you'll need to be prepared or you'll end up too punch-drunk to even see your adversary, much less land an effective blow. Get your defenses into shape and you stand a much better chance:

Blocking & Deflecting

The first element in avoiding blows is the employment of a good block and deflect. Keep your guard up close to stop or move incoming blows aside, then strike hard and fast in the split second it takes your opponent to recover from the miss.

Block High

Block Low

Deflect Left Side

Deflect Right Side

Bobbing and Weaving

In addition to your block, always remember that a moving target is the hardest to hit. Stay on your toes, stay light and stay out of range, but keep in mind that you don't always have to move your feet to dodge a blow.

Dodge Left
L1 button

Dodge Right
R1 button

Sway Back
L1 button + **R1** button

Duck
L2 button + R

Push
L2 button + R

Counter Punching

Timing is everything when attempting to pull off a Counter Punch. Make sure you take the time to practice in a few sparring rounds, before you need to put them into practice.

Hook

The Hook, thrown from a dodged position, is an excellent retalliation when you've successfully avoided a mis-timed blow from your opponent.

Left Hook: L1 button (to dodge) + □

Right Hook: R1 button (to dodge) + ○

Counter Jab

The Counter Jab is similar to the Hook in that it is thrown from a dodged position, though rather than using the trailing fist, the leading fist delivers a short sharp blow.

Left Counter Jab:

L1 button (to dodge) + △

Right Counter Jab:

R1 button (to dodge) + △

Counter Uppercut

Possibly the most powerful punch of all, the Counter Uppercut is delivered from a ducked position. If successful, all of your boxer's body and leg strength will be driven into your opponent's jaw. First duck below your enemy's speeding glove, then press the ✕ button.

Alternatively, use the opportunity to get in a low dirty move (see *Dirty Moves*) – but make sure the ref doesn't see.

Countering from Sway Back

Even if you sway backwards so you're out of your foe's reach, you can still come back swinging. Timing is crucial here, so make sure you use the best of your sway's potential. As you return to the vertical, press either the ○ button, the △ button or the □ button to throw your punch. If no-one's looking, why not take your chance to get in a high dirty move (see *Dirty Moves*).

OPTIONS MENU

SFX Level

Use the left and right directional buttons to switch special effects on or off.

Music Level

Use the left and right directional buttons to adjust the volume of in-game music.

Speech Level

Use the left and right directional buttons to adjust the volume of in-game speech.

Vibration

Switch Vibration on or off.

Blood

Switch blood effects on or off.

Sound

Select from Stereo or Mono sound reproduction.

Subtitles

Switch subtitles on or off.

Screen Position

Adjust the position of your screen following the directions on-screen.

Loading and Saving Your Game

In Mike Tyson Heavyweight Boxing™ there is no need to load your custom boxer. All custom and unlocked boxers are loaded automatically when the game boots from the Memory Card in MEMORY CARD slot 1.

Custom boxers, their statistics and game unlock status can be saved at the end of each bout, alternatively save your game manually via the Options Menu.

Note: Please ensure that a Memory Card is present. Only one save file per Memory Card.

Guest Boxers

A Guest Boxer is simply a boxer created by another player on another PlayStation®2.

To load a Guest Boxer, select the Guest Boxer icon from the boxer line-up in Two Player game mode. Following the directions on screen, choose your Guest Boxer from the appropriate save file on the Memory Card inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2.

CREDITS

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